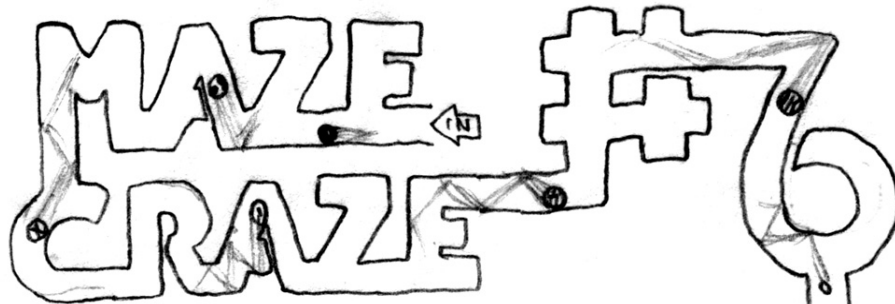


2nd Edition



Dana
Laratta
Division

by: Monster Mash

GAUNTLET,

~~TRON,~~

MAJOR
NAVOG

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GAUNTLET

MAZE



KEY



= Grunt, DEATH



= Ghost, DEATH



= Demon or Fireball, DEATH



= Sorcerer, DEATH



= Lobber, DEATH



= Lobber's Ball, DEATH



= Death, DEATH



= Axe, KILLS FOUR GRUNTS AND/OR LOBBERS



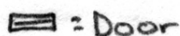
= Fireball Spell Scroll,
KILLS FOUR SORCERERS
AND/OR DEMONS



= Bow and Arrow,
KILLS FOUR GHOSTS



= Potion, KILLS ONE DEATH



= Door

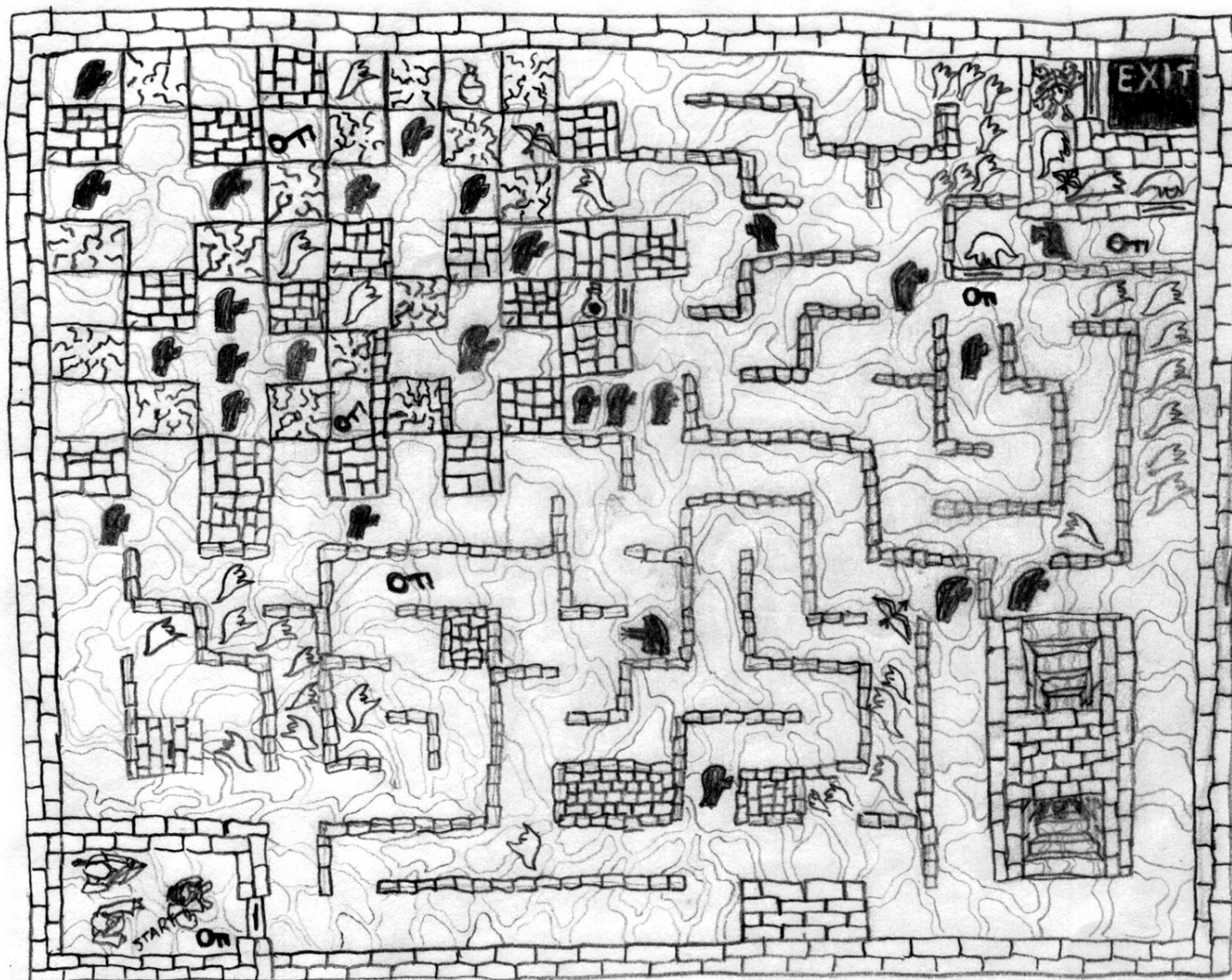


= Key, OPENS ONE DOOR



= Fragile Wall, SHOOT THROUGH

LEVEL 1 - THE HAUNTED CASTLE



SPECIAL KEY



= Bones, DEATH
To destroy, use up
all weapons



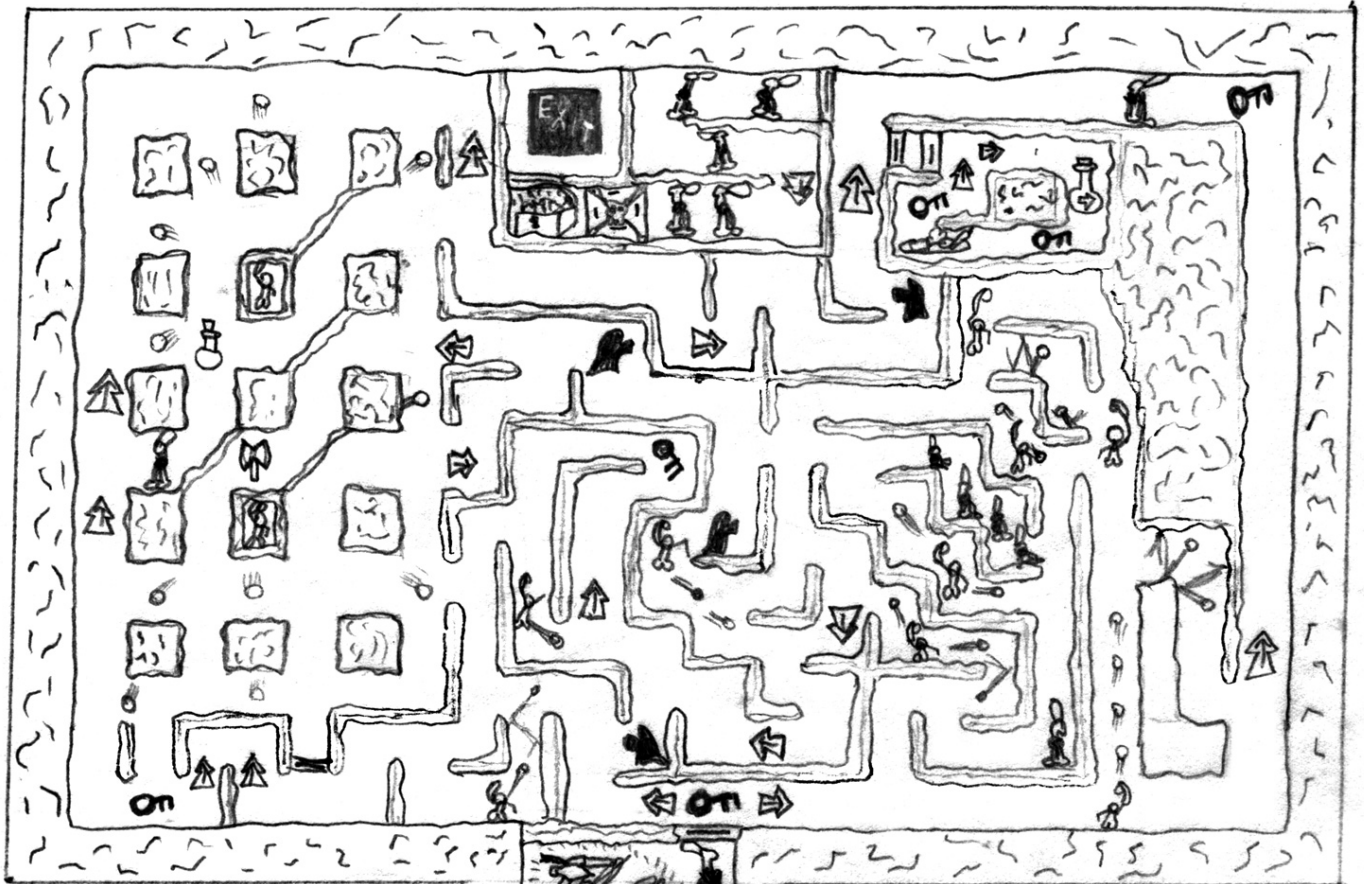
= Extra shot power potion
Kill six instead of
four creatures

NOTE: Say you've already
killed 3 and are left
with 1, grab potion
and add 2 for a
total of 3.

SEE IF YOU CAN FIND THE WAY OUT!!

Level 2-

THE CAVERN OF WAR



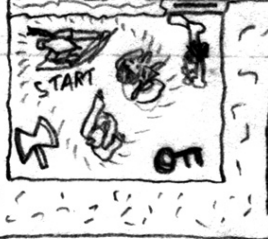
SPECIAL KEY



= Monster Generator,
DEATH
To destroy, use up
all weapons (no
food or rations!)



= Extra speed potion,
sheek past 3 creeps
or 1 death. Not past
generator



= Treasure!



= Food,
defeat 1 creep.

➡ = One way spell

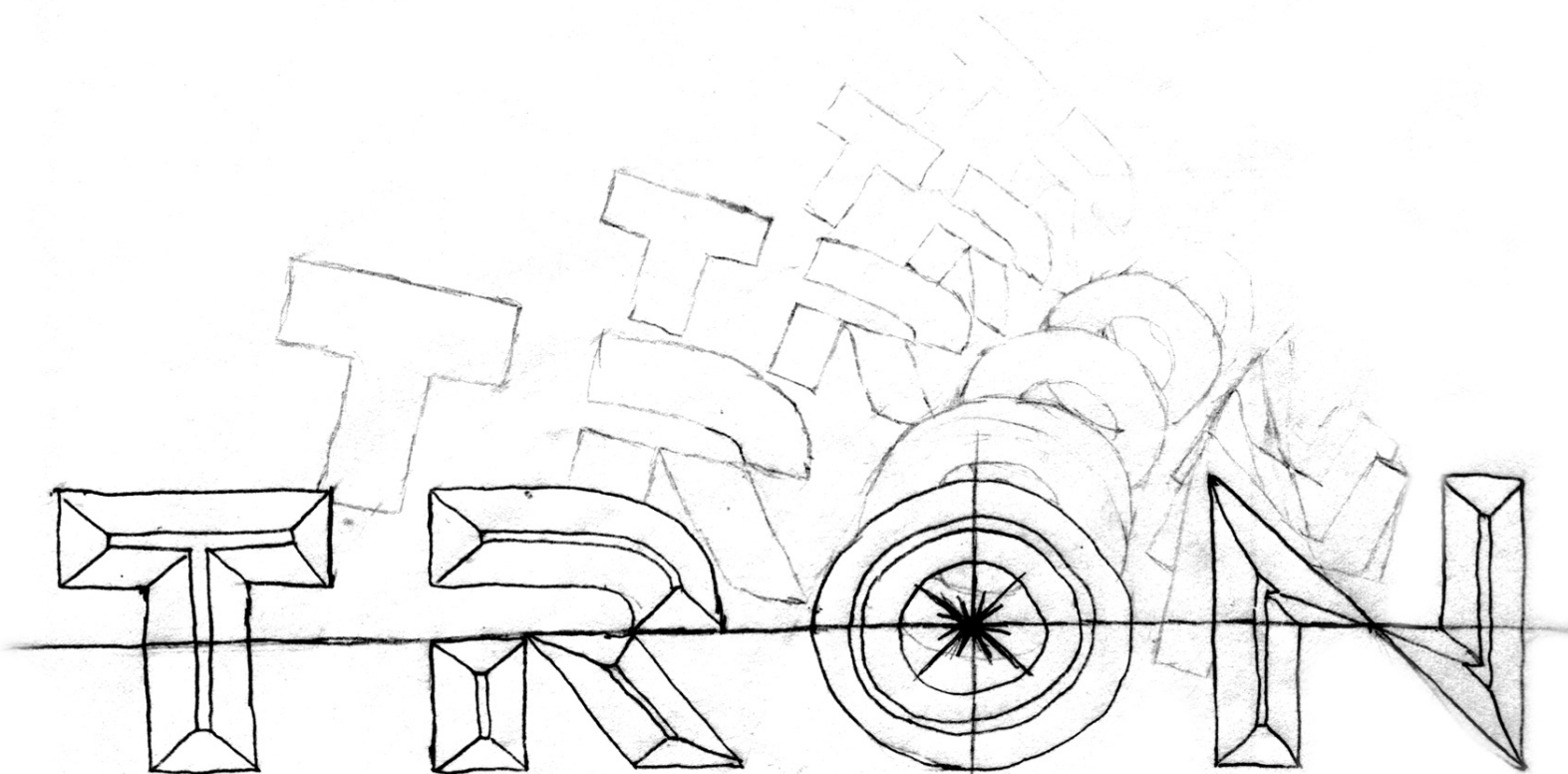
That was a heroic effort!

But you'll never get out of here, alive.

WE'LL BE BACK!!



SO
Beware!



THE MAZE

KEY

GAME GRID - DISCS

 = Game Disc,
Travel On

 = Weak Disc,
DEATH

 = Disc,
DEATH

 = Guard,
DEATH

 = Mine,
DEATH

GAME GRID - LIGHT-CYCLES

 = Light-Cycle,
DEATH

 = Light Wall,
DEATH

--- = Prospective Path,
Follow

 = Mine,
DEATH

TANK BATTLE

 = Shell
DEATH

 = Tank, DEATH

DON'T TOUCH OR GO IN FRONT OF

 = Sending Grid,
Go To Coinciding
GRID

 = Receiving
Grid

ATTACK ON THE MCP

 = Electric Barrier,
DEATH

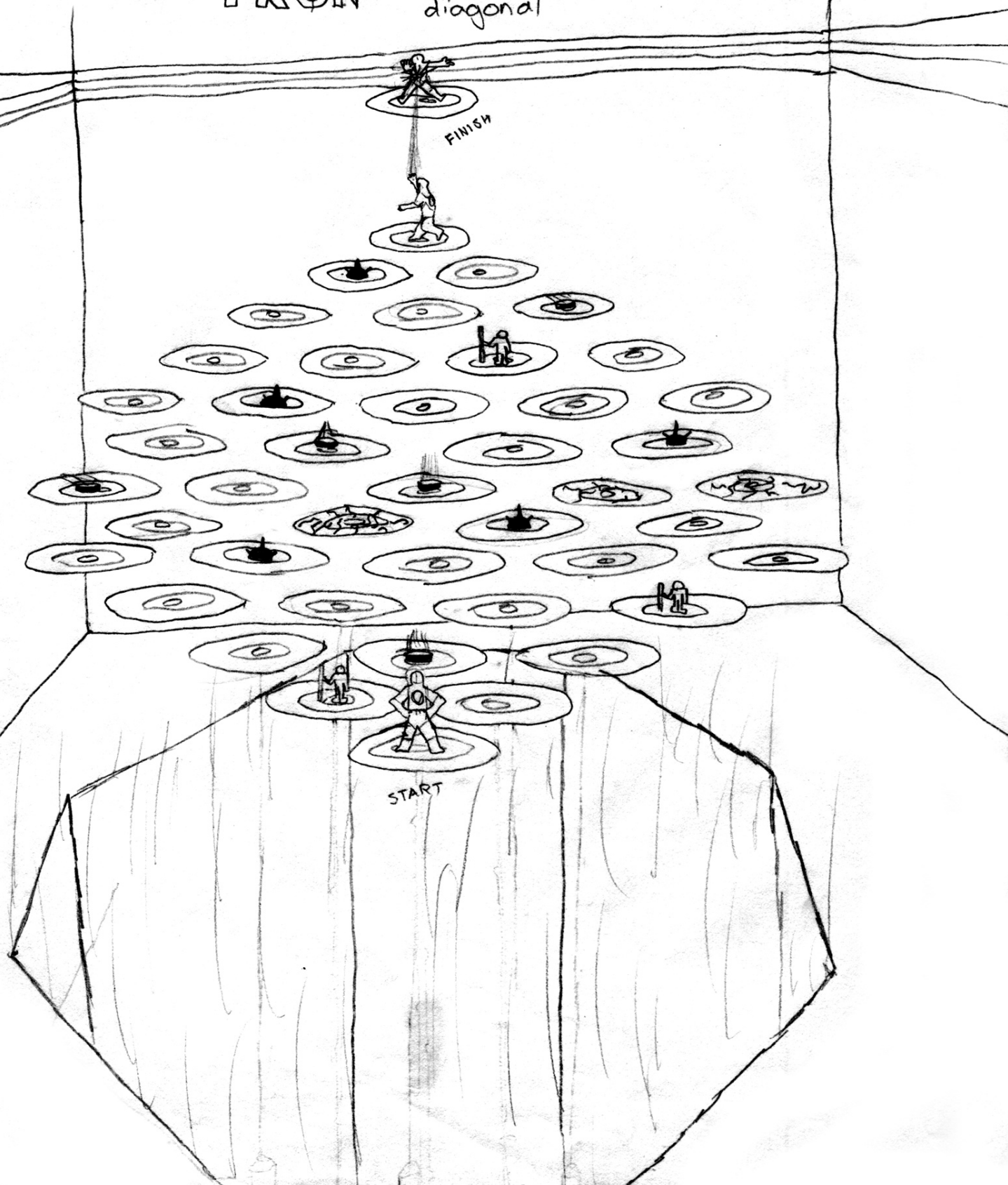
 = Thrown Disc,
DEATH

 = Disc,
Stops Sark, MCP,
Blocks Disc used
ONCE each,

Note: Sark takes
3 hits MCP takes
1.

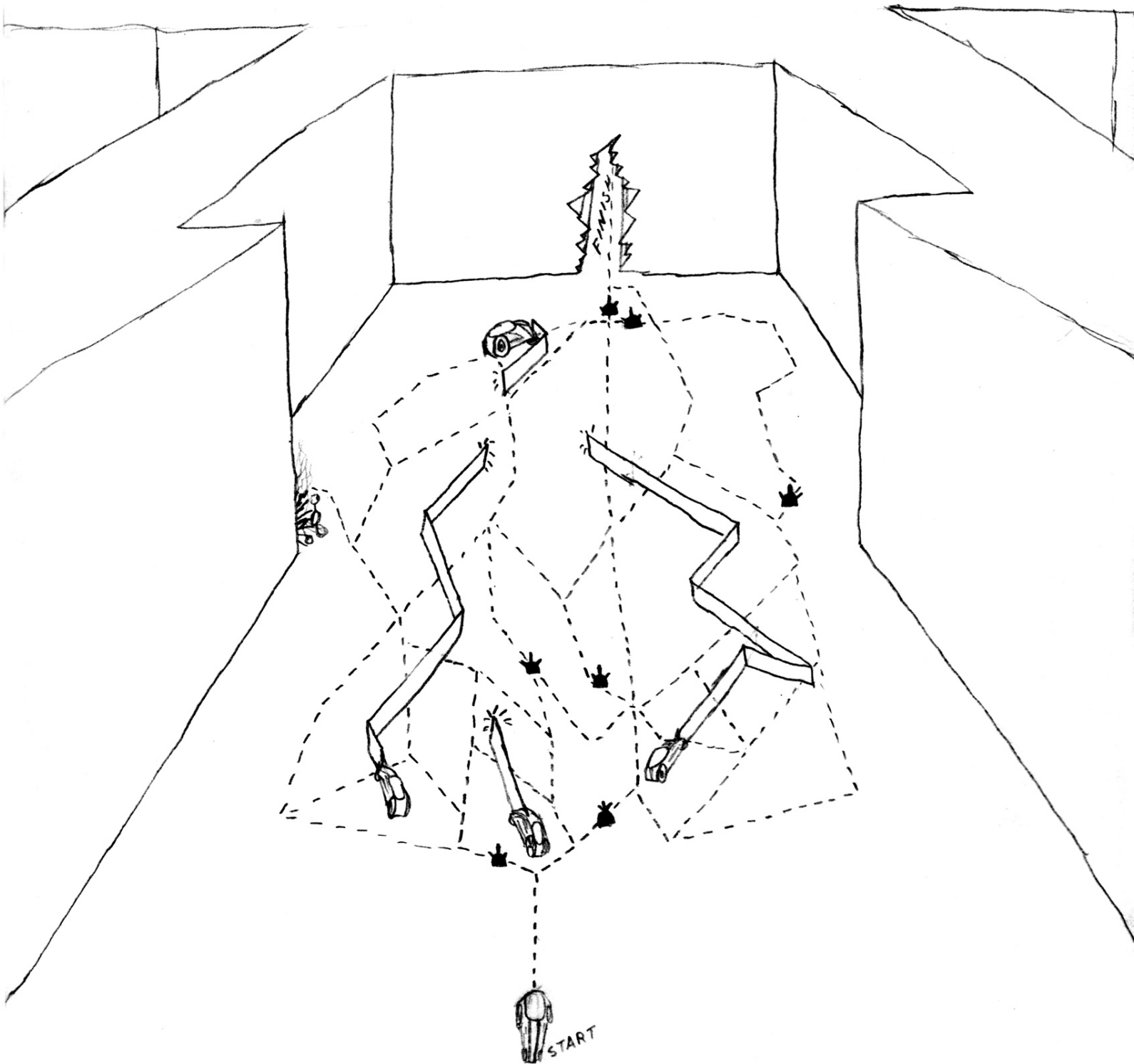
~~TRON~~

to get your enemy, go only diagonal



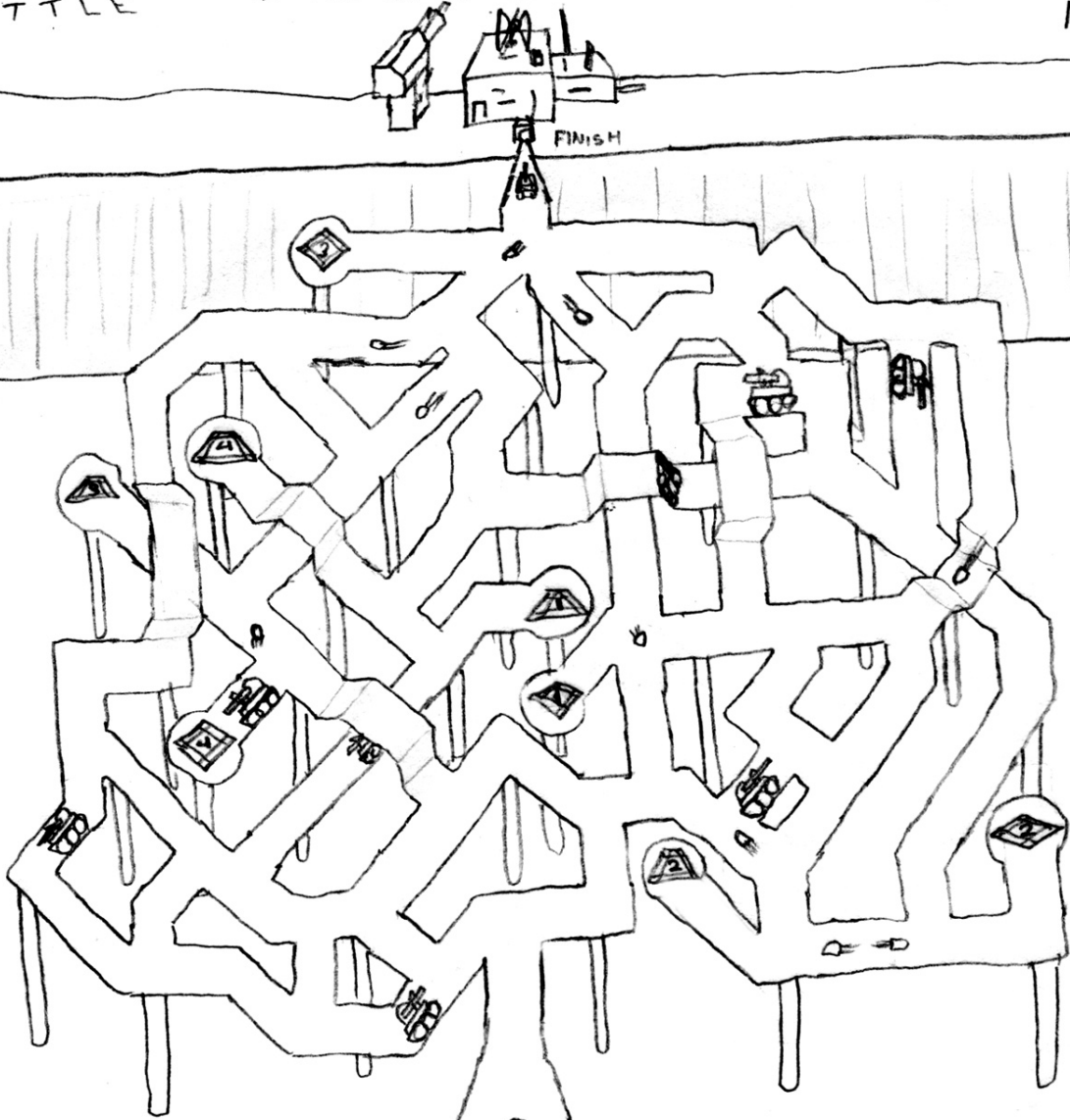
Light Cycles

Guide your way through the maze of walls and escape through the crack.



TANK BATTLE

Fight your way across the elevated circuitways
to the solar sailer terminal to take it to the
MCP.

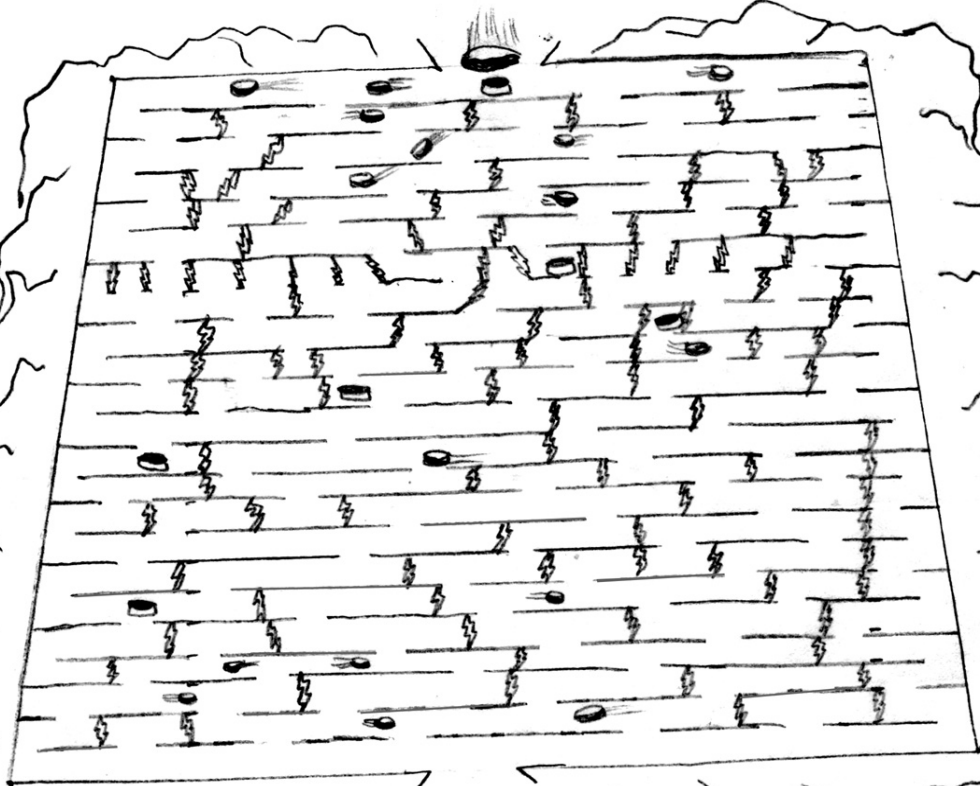


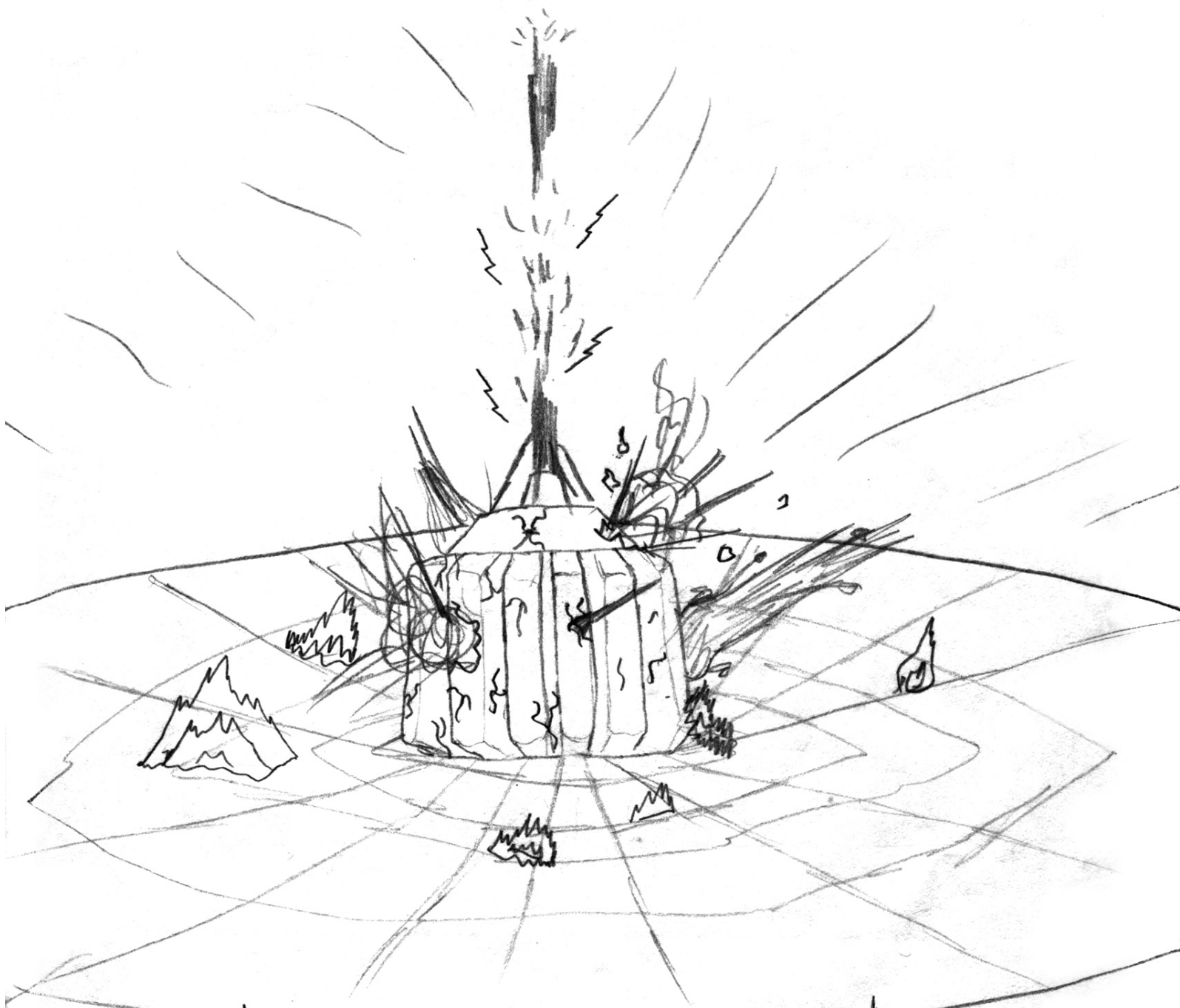
START

FINISH

ATTACK ON THE MCP

Get through the
Force Field to the
MCP.





~~CONGRADULATIONS~~
~~PROGRAM!!!~~

THE
ADVENTURES
OF
MAJOR HAVOC
MAZE

KEY

STAR MAZE

↔ = Weak wall,
shoot thru

➤ = Creeper,
DEATH - DON'T
GO IN FRONT OF

⚙ = spinner,
DEATH

BASE MAZE

* = Disintegrator,
DEATH

🤖 = Robot,
DEATH - DON'T
GO IN FRONT OF

➡ = One Way

🚪 = Transporter,
Go to transporter
once.

🔦 = Laser,
DEATH, DON'T GO
IN FRONT OF

🔦 = Laser
Wall, DEATH

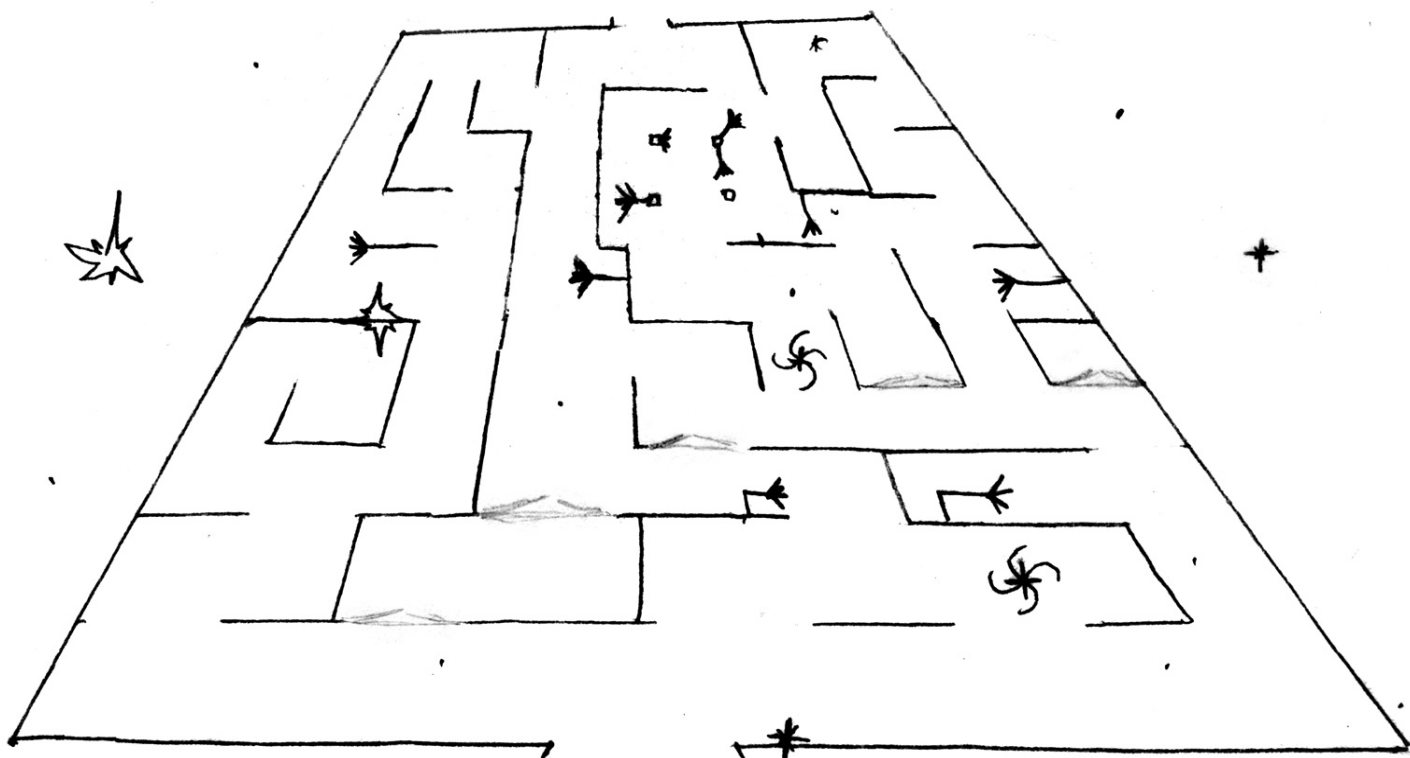
O₂ = Oxygen,
Get 3 to get force field to save
you from 1 danger

🏠 = closed Robot,
Safe

STAR MAZE

Make your way through the maze, don't go backwards.

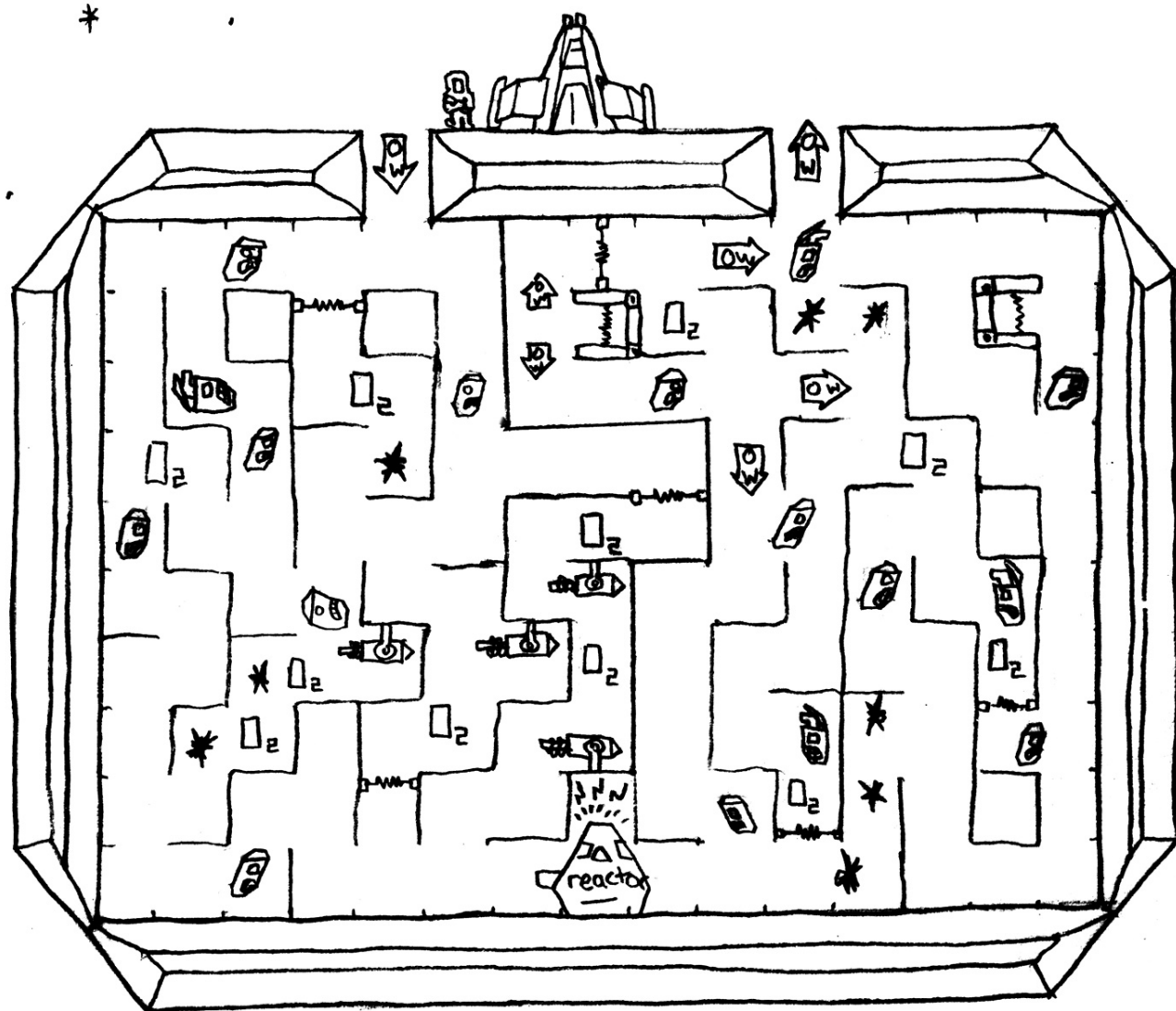
FINISH

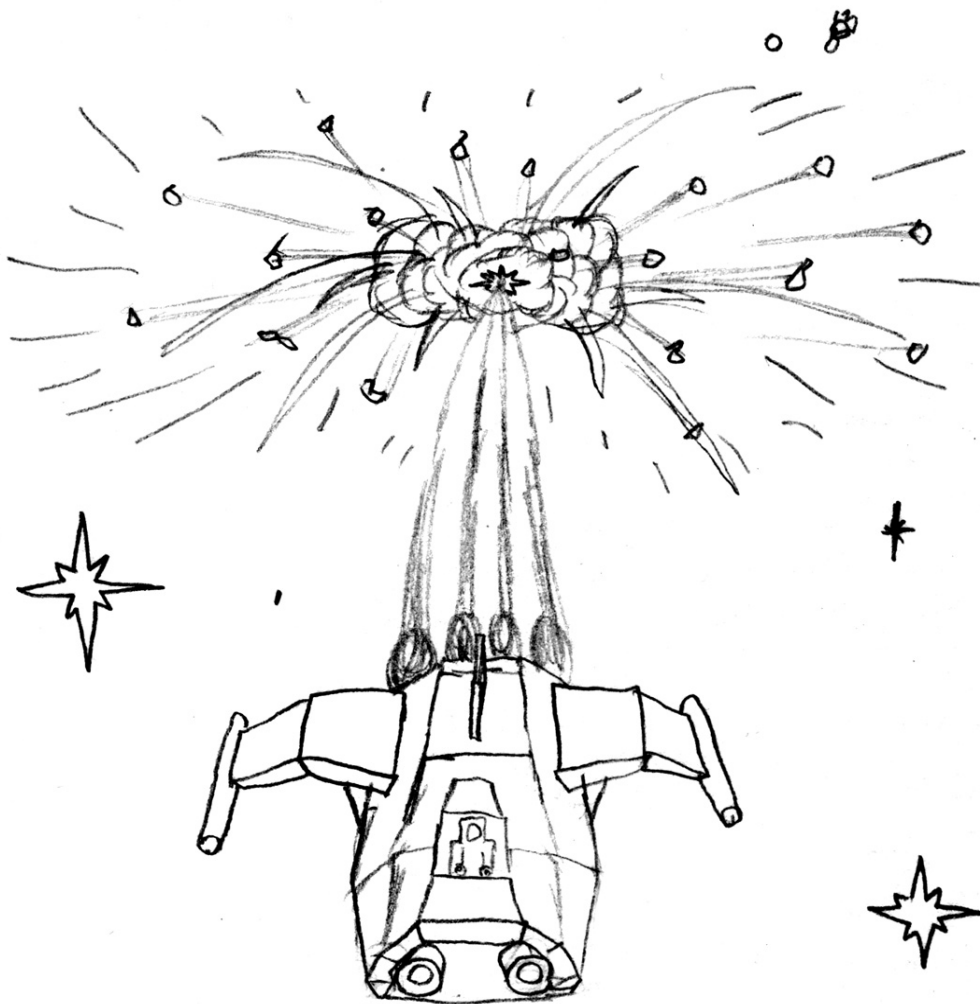


START

BASEMAZE

Get to the reactor, sabotage it, and escape before it goes off.





CONGRATULATIONS - SPACE WARRIOR

ON TO THE NEXT BASE-----

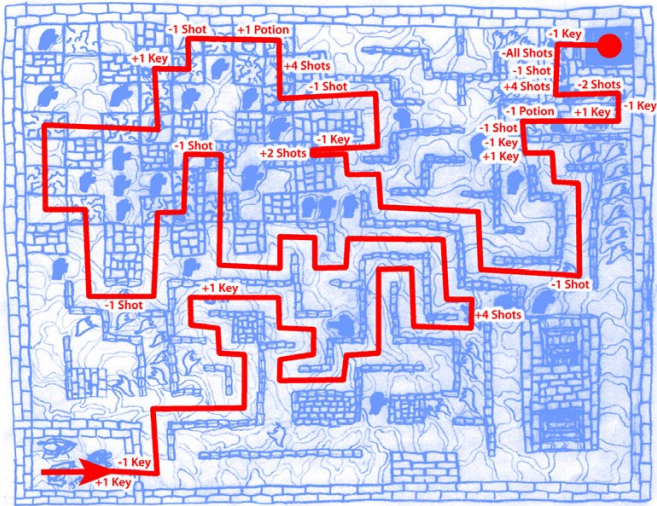
IN MORE

MAZOR HONOR
MAZES...

ONLY FROM

MAZE
CRAZE

LEVEL 1 - THE HAUNTED CASTLE



SPECIAL KEY



= Bones, DEATH

To destroy, use up
all weapons

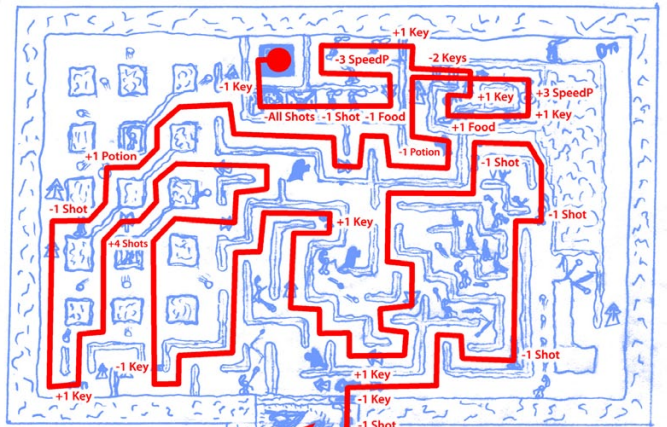


- Extra shot power potion
Kill six instead of four creatures

NOTE: Say you've already killed 3 and are left with 1, grab potiron and add 2 for a total of 3.

SEE IF YOU CAN FIND THE WAY OUT!!

Level 2- THE CAVERN OF WAR



SPECIAL KEY



= Monster Generator,
Beispiel

DEATH
To destroy, use up
all weapons (no
food or rations!)



= Extra speed potion, sheek past 3 creeps or 1 death. Not past generator



= Treasure!



♂: Food,
defeat 1 creep.

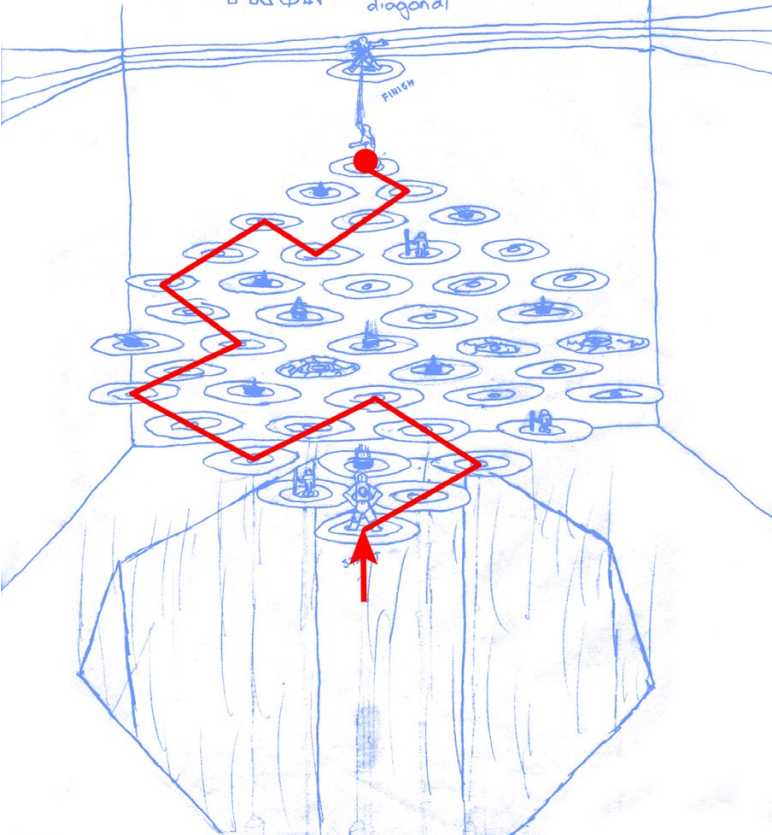


= One way spell

That was a heroic effort!
But you'll never get out of here, alive.

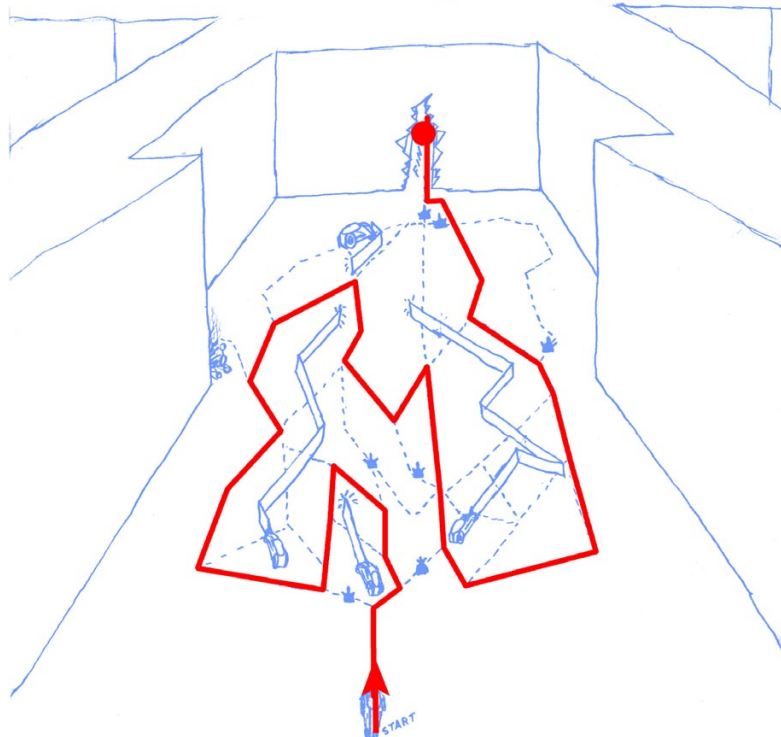
GAME GRID- DD 1 5 C 3
OF
~~TRON~~

Jump from platform disc to disc
to get your enemy, go only
diagonal



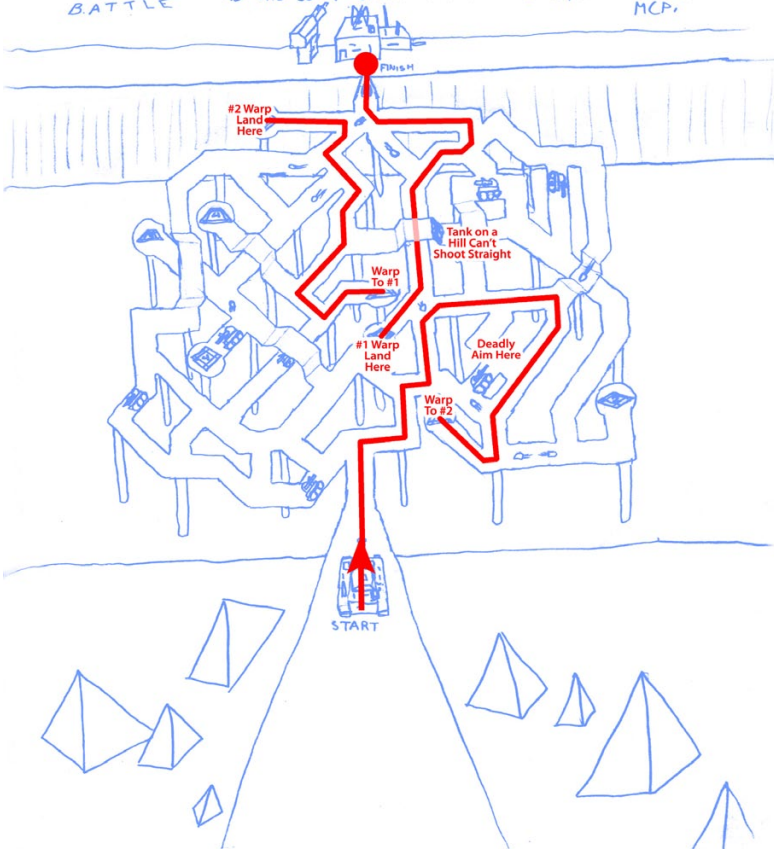
GAME GRID- Light
Cycles

Guide your way through the maze of walls and escape through the crack.



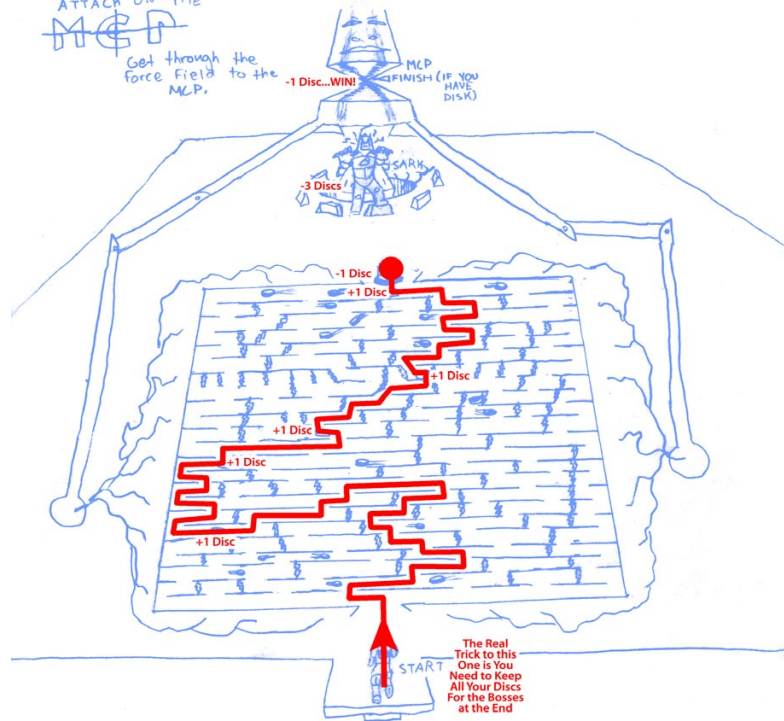
TANK BATTLE

Fight your way across the elevated circuitways to the solar sailor terminal to take it to the MCP.



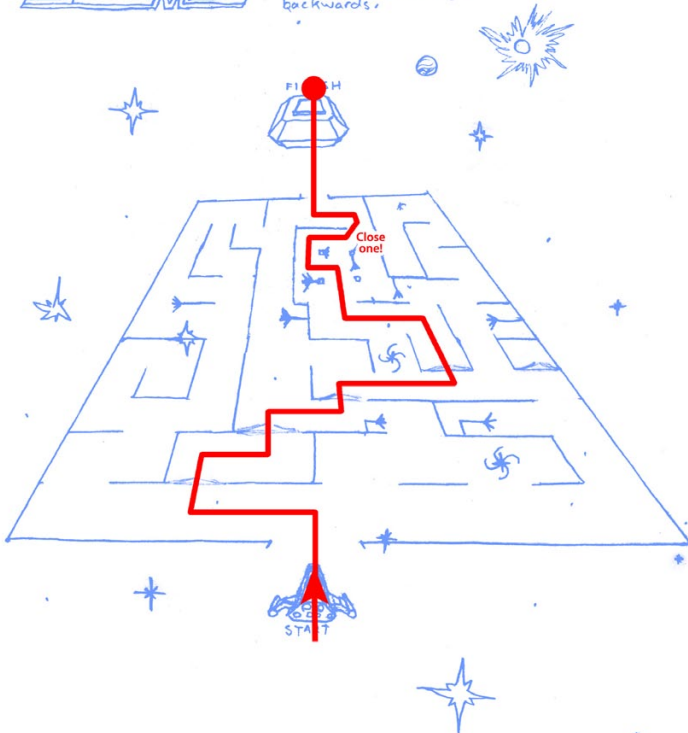
ATTACK ON THE MCP

Get through the force field to the MCP.



STAR MAZE

Make your way through the maze, don't go backwards.



BASE MAZE

Get to the reactor, sabotage it, and escape before it goes off.

